ANDREA MICHIELON

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EXPERIENCE

LogicaPro S.r.l. - R&D Department   **December 2024 - Present**
AI Engineer   Cellatica (BS), Italy
Develop end-to-end computer vision and AI solutions for industrial applications.

Orobix LIFE S.r.l. - Agritech Department   **July 2023 - December 2024**
AI Engineer   Travagliato (BS), Italy
Built AI models and computer vision solutions for real-world challenges in Agritech.

Unitec S.p.A. - Research & Development Department   **February 2022 - July 2023**
Software Developer   Lugo (RA), Italy
Developed in-house software deployed on industrial machines used for fruits and vegetables classification.

Sony Europe B.V. - Stuttgart Technology Center   **March 2021 - September 2021**
Internship   Stuttgart, Germany
Master's thesis on "Automatic ToF camera localization for real and simulated scenes alignment"

PUBLICATIONS

Mind the Step: An Artificial Intelligence-Based Monitoring Platform for Animal Welfare   **2024**
Sensors, Vol. 24, Article 8042.   https://doi.org/10.3390/s24248042
Michielon, A., et al.

EDUCATION

Università degli Studi di Padova   **September 2019 - October 2021**
Master's Degree: ICT for Internet and Multimedia Engineering   Overall score: 110/110
Curriculum: Telecommunications (focused on Computer Vision and Machine Learning)
Courses held in English

Università degli Studi di Padova   **September 2016 - September 2019**
Bachelor's Degree: Information Engineering   Overall score: 98/110
Courses held in Italian

Liceo Scientifico C. Cattaneo di Monselice   **September 2011 - July 2016**

EXTRA

Graphic Designer   **2016 - Present**
Freelance illustrator using traditional (ink, watercolor, acrylic) and digital media (logos, merchandise, advertisements).

SKILLS

Languages
– Italian (Native), English (Advanced)

Programming and Tools
– Python (Advanced): Keras, TensorFlow, PyTorch, OpenCV, NetworkX
– MATLAB (Advanced): Signal Processing, Control Systems, Image Processing
– C++ (Advanced): OpenCV, MIL, NS3
– C# (Advanced), Java (Basic)
– HTML, CSS, JavaScript (Intermediate)
– Git (Advanced): GitHub, GitLab, TortoiseSVN

Productivity and Documentation
– LaTeX (Advanced), Excel/Google Sheets (Advanced), PowerPoint/Google Slides (Advanced)

Design and Multimedia
– Adobe Illustrator & Photoshop (Advanced)
– Unity, Blender, SparkAR (Basic)

INTERESTS

Practical Applications of Computer Vision and Augmented Reality
Development of Neural Networks and Deep Learning Models
Multimedia and Interactive Technologies